

## Where We Find our Games

### Box Cars and One Eyed Jacks

Awesome presenters,  
outstanding learning games  
aligned to CCSS

[www.boxcarsandoneeyedjacks.com](http://www.boxcarsandoneeyedjacks.com)

<https://www.fatbraintoy.com/index.cfm>

<http://www.blueorangegames.com/>

<http://www.marblesthebrainstore.com/>

Farm & Fleet, Menards, teacher supply stores,  
Bookstores

## Upcoming Events

### Game Nights!

Wednesday, October 8

Thursday, February 12

Tuesday, April 21

Morris, IL

4 - 6 p.m.

## Making Literacy Fun through Games!!!!

Taking the "kill" out of  
"drill and kill"

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## Why Play Games?

- Can make work more productive and pleasurable
- Mental health benefits
- Develop problem solving
  - how set up
  - how put away
  - how to solve conflicts
  - who to win / lose
  - my rules vs. your rules!
- Teaches us to manage and transform our “negative” emotions and experiences
- Connects us to other people
- Develops empathy and trust and companionship
- Extends attention span
- Play for the sheer JOY of it.

### Ideas:

- If you have some who hate to lose:  
No One Has to Lose
- Instead of stopping play when one wins--play until everyone wins
  - 1st winner
  - 2nd winner
  - 3rd winner
- When playing a 2 person game--have 3 play and rotate a person in and out.
- If 2 of you, every 5th time, switch sides. (Boy does this create major planning!)
- At a designated time roll a die, if you roll an odd number the high score wins, an even number, low score wins.
- Strategy Sheets

## You've Been Sentenced

Sentence structure - Comprehension



- Ages 8 to Adult
- 3 - 10 players
- 30 minutes to play
- Approximately \$25.00

**Description:** This sentence-building game uses unique five-sided cards with multiple conjugations of a base word. With a hand of 10 cards, players try to score the most points per round by constructing the longest, grammatically correct, and sensible sentence. Each card used in a sentence is worth points, but using some of the more difficult conjugations on the card can earn you bonus points. Any player can object to another players sentence, on either grammatical grounds, or the fact that the sentence just doesn't make sense. The defending player and the objecting player get to argue their points to the rest of the players, who form a jury. The jury gets to vote on whether or not the sentence is acceptable. Half the fun is trying to defend, explain, and justify a completely ridiculous sentence to the other players. Accepted sentences score points, rejected sentences get you zip. First player to reach 200 points wins.

## Word Wave

Spelling - Vocabulary



- Ages 8 to Adult
- 2 - 6 players
- Approximately \$25.00

Description: Word Wave challenges you to find words FAST! Create words and shout 'em out as wave after wave of letter tiles launch. Steal words from other players by adding letters to make new words. The player with the most points when the last letters launch, wins!

### Comments/Adaptations:

- Different settings allow for differentiation of speed and amount of letters launched.
- Bonus for using current spelling/vocabulary words
- Needs batteries!
- Write words used and record score- can use this to evaluate "play"

## A to Z

Vocabulary - Comprehension



- Ages 9 to Adult
- 2 or more players
- \$??
- Electronic Version \$12.00

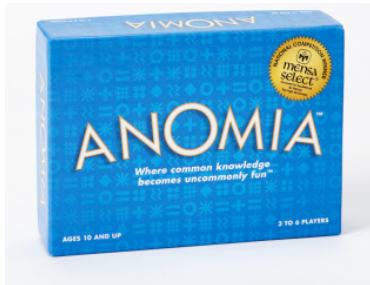
Description: Each team is supplied with a plastic tray containing indentations for each letter of the alphabet, as well as a supply of transparent chips. Dice are rolled to select a timer setting (15 or 30 seconds) and a category from among 336 possibilities, such as Superheroes or Card Games. Set the timer and start covering letters on your board as you announce responses appropriate to the category--cover the A and B with chips by saying "Aquaman" and "Batman," for example. Fill your tray and win the game, but watch out: some rounds allow opposing teams to remove chips from your board.

### Comments/Adaptations:

- Hard to find
- Can easily be made and use teacher created topics
- Electronic version is available
- Have older players record answers after time is up, gives teachers a record that players stayed on task.

# Anomia

## Vocabulary-Comprehension



- Ages 10 to Adult
- 3 - 6 players
- 30 minutes to play
- Approximately \$13.00

Description: Anomia plays off the fact that our minds are positively brimming with all sorts of random information; things to eat, pop songs, websites, etc. Sure, under normal circumstances it's easy enough to give an example of a frozen food or a dog breed; but you will find that your brain works a little differently under pressure! Easy to learn, fun to play over and over again, Anomia will have any group of friends, family, even classmates, shouting and laughing out loud as they try to beat each other to the punch!

### Comments/Adaptations:

- Make your own cards based on classroom curriculum. Review past units- vocabulary
- More fun with 5 to 6 players as challenges happen more often.

# Word on the Street

## Spelling-Vocabulary



- Ages 10 to Adult
- 2-10 players
- 5 Minutes to learn
- 20-30 Minutes per game
- Approximately \$30.00

Description: On each turn, one team flips over a category card. Team members frantically brainstorm words that fit the category while the opposition tries to sidetrack them. The team must agree on a word and pull each letter of that word one lane closer to their side of the street, all before the time runs out. Word on the Street™ will have you in the fast lane to fun!

### Comments/Adaptations:

- Extend the time allowed for teams.
- Allow use of a white board to help brainstorm words.
- Make category cards to review classroom curriculum.
- Junior Edition has all letters
- Make large version for classroom play
- Entire class can play

## Spot it! / Blink

Logic - Visual Spatial Relationships



- Ages 5 to Adult
- 2 or more players
- \$7.00

Description: Spot it! is truly amazing. There is always one, and only one, matching symbol between any two cards! Directions are included for 5 game variations. Quick to learn, fun for all ages, and up to 8 players.

BLINK is an addictive game of fast matching and sharp observation. Players must quickly try to match the shape, color, or number of symbols on their cards to discard piles. Colorfully designed cards have large symbols, making it easy for anyone to play.

### Comments/Adaptations:

- Spot it! comes in many versions, hockey, baseball, On the Road, Animals.
- Be careful of ABC 123, words match up to numbers.
- Can be adapted for very young learners.

## Dancing Eggs

Fine and Gross Motor



- Ages 5 to Adult
- 3 - 4 players
- 10 minutes to play
- Approximately \$22.00

Description: If family game night has grown a little humdrum, then it's time to inject some boisterous fun with Dancing Eggs. The object of the game is to collect as many eggs as possible. But don't count your chickens before they've hatched, because the real challenge of the game isn't just catching eggs-- it's keeping them. That's because you have to hold your eggs where the dice say without dropping them: between the knees, in your armpit, under your chin. Which gets even harder when you're doing an egg dance race around the table. Win or lose, you'll have a blast while exercising fine and gross motor skills.

### Comments/Adaptations:

- Post action symbols with directions
- Can get silly and loud!



# Hedbandz

Vocabulary-Comprehension  
Communication Skills



- Ages 8 to Adult
- 2-6 players
- Approximately \$15.00

Description: Play Hedbandz - The quick question game of "What am I?" You never know what you are until you start asking! By asking questions that can be answered with a "yes" or "no", students figure out if the cartoon on their head is an animal, food or man-made object. Be the first player to guess what you are and win! Hedbandz - the game where everybody knows but you!

Comments/Adaptations:

- Make your own cards based on classroom curriculum. Review past units- vocabulary
- Pyramid rules-Give examples to fit card in band.  
Ex. STATES words given could be Illinois, New York, ect.

# Scrabbled Eggs/ Egg Twists

Spelling - Vocabulary-Phonics



- Ages 6 to Adult
- 1 - ?? players
- Homemade **CHEAP**

Description: I like my eggs Scrabbled! Fill recycled easter eggs with cut outs of scrabble letters. Students use the eggs to create vocabulary words, spelling words, characters in a novel.... Can be used as a relay, egg hunt, or independent.

Another twist on those eggs is to create a spinning matching game. Use the eggs to create word families or letter-picture-sound association. Great motor skill for little learners.

Comments/Adaptations:

Egg Twist

- Write sentence using 1 word created
- Write fill-in-the-blank sentence and have student twist & create word to fit.

Scrabbled Egg

- Main character's name in story
- Setting, author of \_\_\_\_, etc.
- Create 2 word crosswords (Pairs in Pears)

## Scrabble Slam

Spelling - Vocabulary-Phonics



- Ages 8 to Adult
- 2 - 4 players
- Approximately \$6.00

Description: SCRABBLE SLAM is a fast-paced word game where anything could happen! Race against each other to change the existing four-letter word and get rid of your cards. "Game" could become "fame" and "fame" could become "fate"—you never know where it'll go. Be the first player to get rid of all of your cards to win!

### Comments/Adaptations:

- Have a pre-set start word
- Set a time limit for game
- Deluxe Slam has word tray to help keep piles neat
- Cheap enough to purchase many games for the classroom.

## Mastermind Towers

Following Directions/ Logic  
Communication Skills



- Ages 6 to Adult
- 2 players
- Approximately \$15.00

Description: Animal Mastermind Towers Game Both players secretly stack their animal tiles in their towers. Who can guess the order of their opponent's tiles first to win. On your turn, you ask a yes/no question like, "Is the lion below the giraffe?" Two towers, two tower bases, 12 plastic tiles and 12 cardboard tiles.

### Comments/Adaptations:

- Use more or less animals based on student skill
- Make your own tiles to reinforce vocabulary
- Replace picture tiles with word tiles to reinforce reading skills.

# Scattergories/Give Me Five/

Spelling - Vocabulary- Comprehension



- Ages 8 to Adult
- 2 - 4 players
- Approximately \$6.00

**Description:** If you loved the game of "Scattergories" then Scattergories Categories is the next game you will want to play. It's a great twist on your favorite. Keep the fun coming with this fast-thinking categories game. Contains 125 cards, containing 250 word challenges, 2-minute sand timer, 4 pads of scoresheets, plastic card base and rules.

Can you name 5 things that could make a person sneeze? How about 5 TV dads? How about 5 video games, or vegetables beginning with "a"?

## Comments/Adaptations:

- Scattergories offers lesson plans online
- Use to review many subjects/topics!
- Give Me Five-allow words chosen to start with any of the three letters

# Scrabble Alphabet Scoops

Spelling-Vocabulary



- Ages 6 to Adult
- 2 - 4 players
- Approximately \$20.00

**Description:** Scoop, match, slam and score! Stir up your pot of letters and then take a card. Choose a word and start scooping tiles. If you're the first to match your letters, slam on the pot's lid to score. Mix up a fantastic batch of ALPHABET SCOOP fun! Includes plastic pot and lid, 4 plastic scoops, 72 word cards, 104 letter tiles and rules.

## Comments/Adaptations:

- Take out the flies when working with little learners.
- Create your own cards based on spelling and vocabulary words.
- Create your own version.
- Caution LOUD GAME in classroom!